

Abstract

In a multi viewer environment where multiple viewers simultaneously experience an audio-visual production, with the visual production occurring on a display surface, a method of increasing the perceived reality of the audio stream of the production, the method comprising the steps of: (a) locating a series of speakers along a periphery of the viewing audience; (b) panning an audio stream between the series of speakers so as to provide for the sense of an audio sound moving along the side of the viewing audience. In preferred embodiments, the output of one of the speakers is delayed relative to another speaker.

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